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Immersive Environments in ADL

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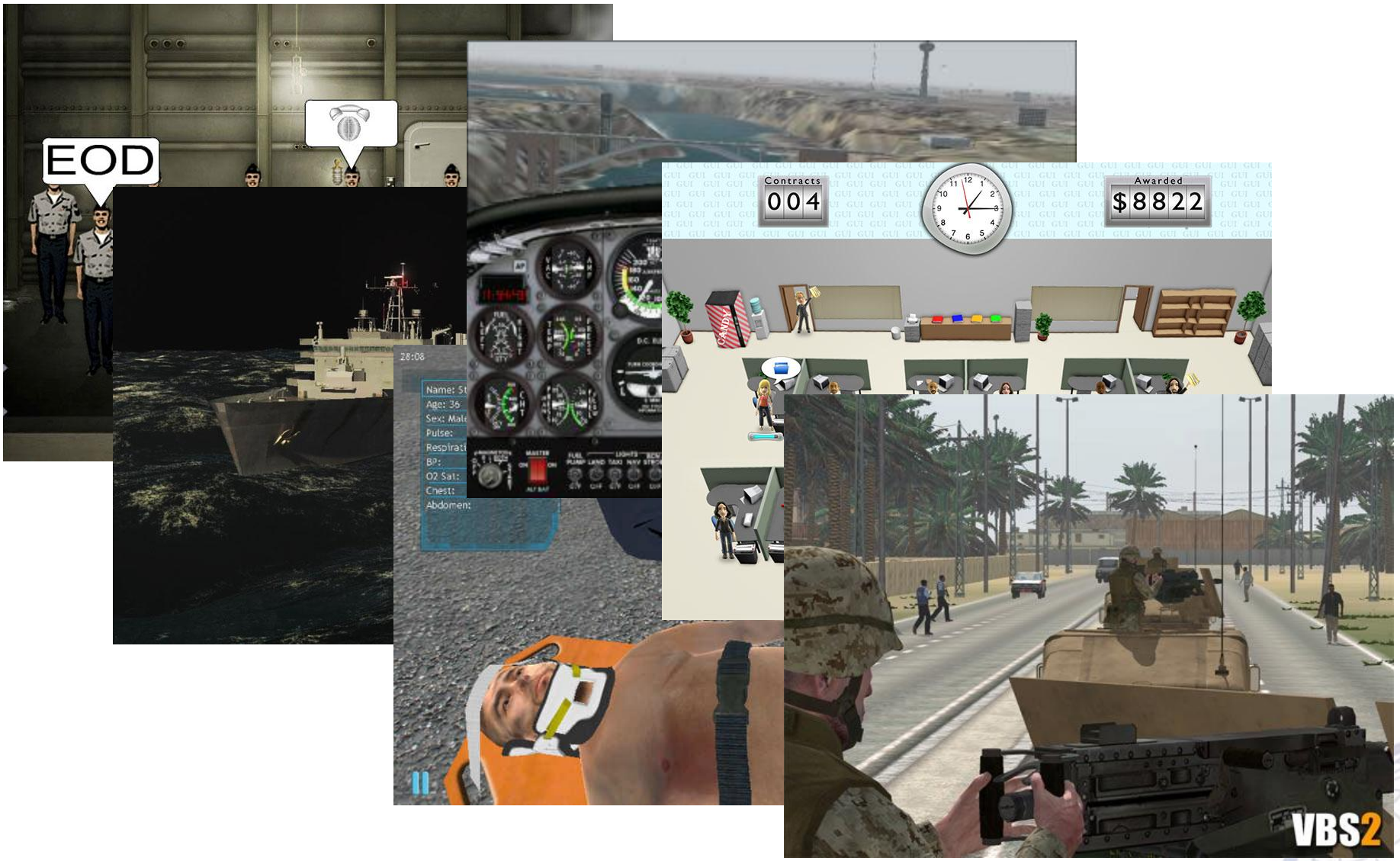
Potential of Immersive Environments

- Current beliefs
  - Better than conventional CBT
  - Faster than classroom
  - Cheaper than simulation
- Issues
  - Currently not enough research
  - No standards/metrics for doing research
  - No agreed upon definitions

The Market is Quickly Growing

- Offer new ways to do old things
  - Learn
  - Experience
  - Motivate
  - Interact/Immerse
  - Observe
- Target a wide array of audiences
  - Business
  - Training
  - Education
  - Entertainment
  - Community

Lots of Current Development



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Games

Features of Games

- System/Simulation
  - Underlying model that makes the game work
- Players/Interaction
  - Interact with and control a game
- Artificial/Narrative
  - A game has a boundary from the “real world”
- Conflict/Challenge
  - Game is contest between players and system or others
- Rules
  - Delimit what the player can do
- Outcomes/Feedback
  - Games have quantifiable goals outcomes

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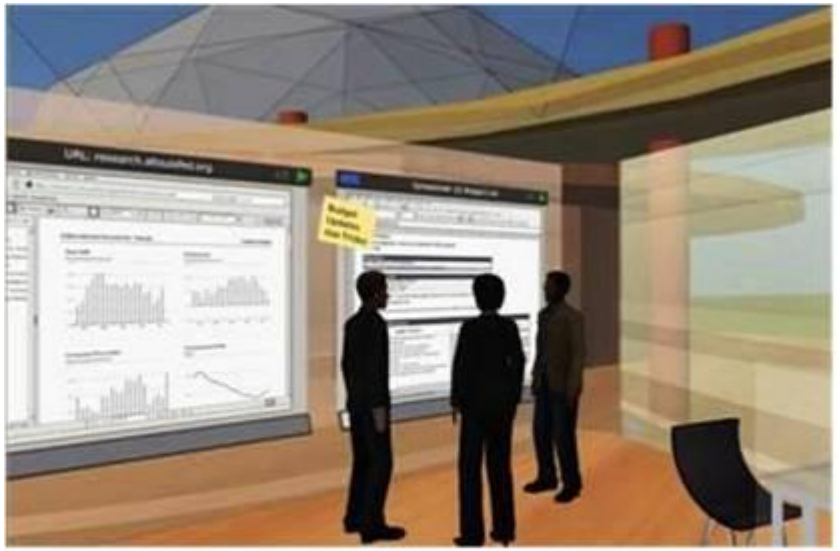
Virtual Worlds

Virtual Worlds

Virtual worlds have six features in common

- Co-existence
- Graphical User Interface
- Presence
- Interactivity
- Persistence
- Socialization/ Community-building



Interoperability

Virtual worlds are closed environments today

- 3-D, immersive environment
- Boutique-style
- Online
- Robust social media
- Asynchronous/Synchronous

…but we hope to one day have open virtual worlds.

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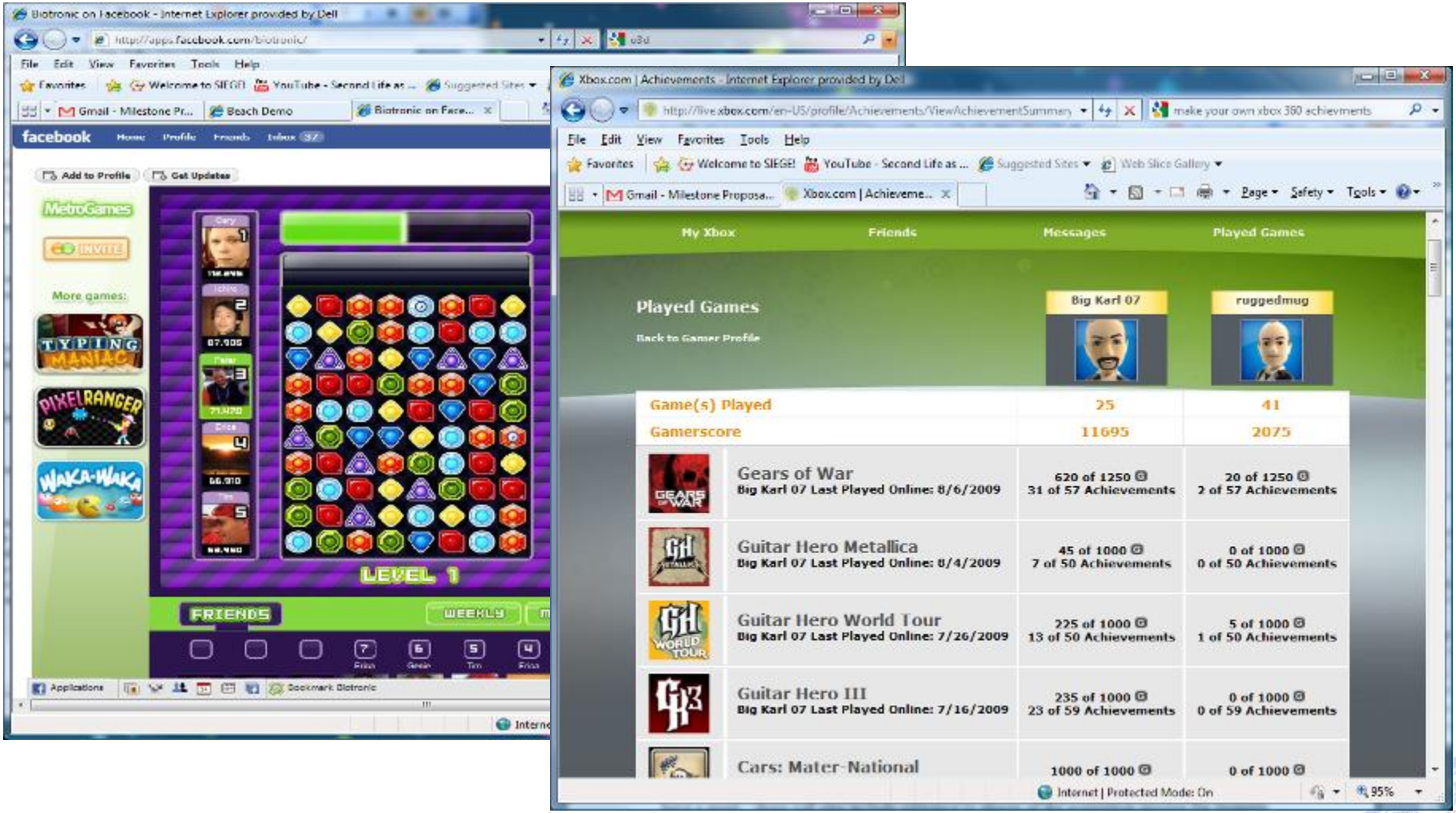
Web 2.0

Leveraging Browser-based Tools

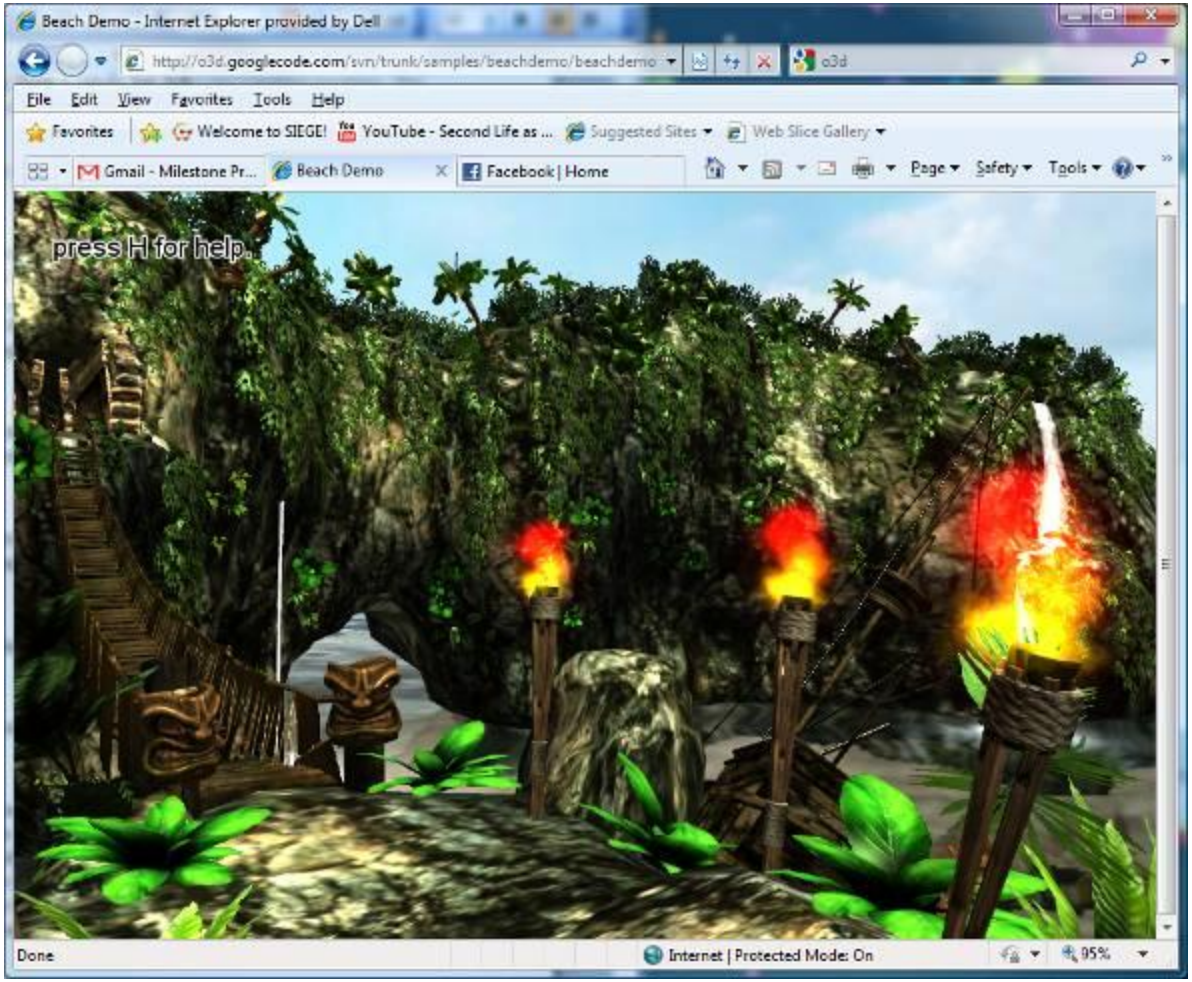
Conventional Web 2.0 Overview

- Incoming knowledge tools
  - Google RSS Reader – Cloud Blog reader, notes storage & sharing
  - LinkedIN business “group” connection making/tracking, Q&A
  - Twitter
  - Facebook social “group” software
- Outgoing knowledge tools
  - Wordpress Blog creator
  - Wiki
  - Microsoft Live Mesh & SkyDrive Live

Knowledge Tracking and Storing



In Browser 3-D



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Questions or Comments?

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